

Game Rules

TOUCH DOWN!

터치다운



6+



2 or 4



10 min

I. Components



4 Touchdown Tiles (2 Yellow / 2 Blue)



12 Farm Tiles



8 Milk Cow Tokens
(4 of each color)



8 Pig Tokens
(4 of each color)



1 First Player Marker



1 Turn Marker

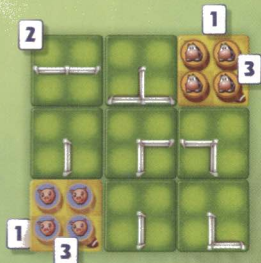
II. Goal of the Game

In <Touch Down!>, players try to move their 4 tokens on the board from their starting corner to the opposite corner. A player may move quicker by leaping over other animal tokens. And by combining advancing and blocking moves, they will try to be the first to gather their 4 animals in the opposite end zone and win the game.

III. Set up

2-Player Rules

- 1 Place 2 Touchdown tiles of the same color on opposite corners of the playing area.
- 2 Shuffle all the Farm tiles, draw 7 and place them randomly to build a 3x3 square.
- 3 Each player chooses a corner, takes the 4 animals (Pig or Milk Cow) of the color matching the flag and places them on the tile.



IV. How to play

- 1 Choose a first player. This player takes the First Player marker.
- 2 Players must use their 3 movement points on their turn. They can spend them in any combination of their liking to move one, two or three of their animals, one at a time.



Using 1 movement point

- 1 **Move a token 1 square:** a player may move one of their token to an adjacent empty square (either horizontally or vertically but not diagonally) provided there is no fence in between.
- 2 **Leap over 1 token:** a player may move one of their token by leaping over another token (vertically or horizontally but not diagonally), provided the landing square is empty and no fence is in the way.



Using 2 movement points

- Leaping over a fence (horizontally or vertically) on an empty square.

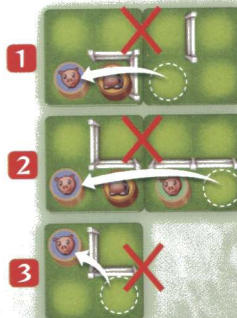
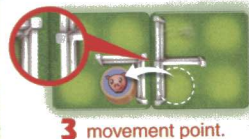


Using 3 movement points

- Leaping over double fences.

Note A player must use all 3 of their movement points each turn, even if it means moving back to the square they just left.

- 3 Players cannot move their tokens in the following ways:
 - 1 A token cannot leap over both a fence and another token at once.
 - 2 A token cannot leap over two tokens at the same time.
 - 3 A token cannot move diagonally.
- 4 After a player has spent their 3 movement points, their turn ends and the next player begins their turn with 3 movement points.



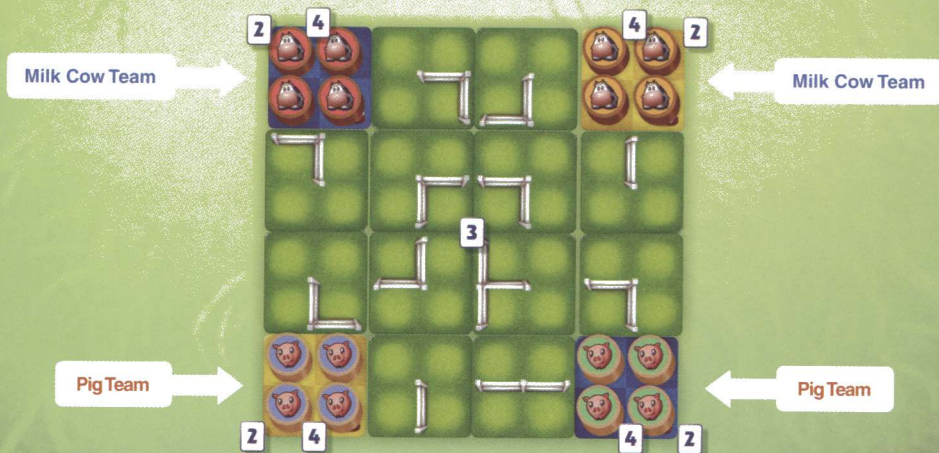
4-Player Rules

I. Goal of the Game



A 4-player game is played in two teams of two. Each team has a total of 8 animals that they must be the first to move to the end zones on the corners opposite to their respective starting positions.

II. Set Up

- 1 Players divide into two teams. Teammates must then sit on the same side of the board.
- 2 One team gets the Pig tokens and the other gets the Milk Cow one. The Touchdown tiles corresponding to their chosen animals are then placed on their side of the table. Touchdown tiles of the same color should be placed diagonally opposite from one-another.
- 3 Shuffle all 12 Farm tiles and place them at random to build a 4x4 playing area.
- 4 Each player checks the color and animal (Pig or Milk Cow) printed on their nearest touchdown tile, then places a set of 4 matching animal tokens on that tile.



III. How to play

- 1 Choose a first player who takes the First Player marker  and Turn marker . As in a 2-player games, the players take turns using their 3 movement points. After players finish their move, the Turn marker will be passed to next player.
- 2 The game ends when a team succeeds in moving its 8 animal in the opposing team's starting zones.



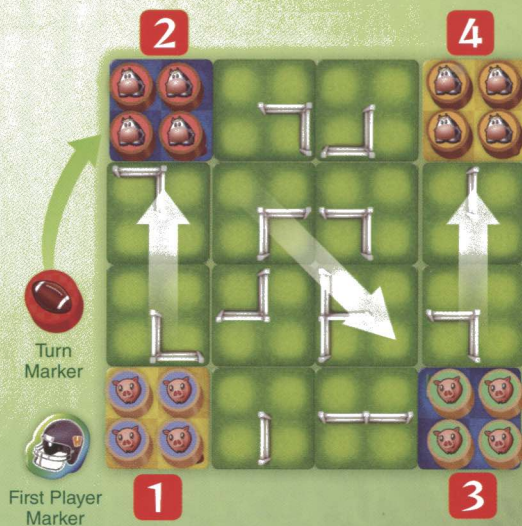
Special Rules for a 4-player game

- If one player of a team moves their last animal into their targeted end zone, they may then use their remaining movement points (if any) to move their teammate's tokens.
- In the following turns, the player who has finished moving their animal to their end zone may use their full movement points allowance on their teammate's tokens.

Example of Turn Order

In a 4-player game, team members make moves in alternating turns. In this example, the player from the Pig team **1** with the First Player marker will move first, followed by the Milk Cow team **2** seated on their left. The other Pig team player **3** will move next, followed by the last Milk Cow player **4**. The same turn order will be used till the game ends.

Note Pass the Turn marker to next player at the end of your turn. So players would know turn order clearly.

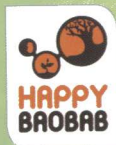
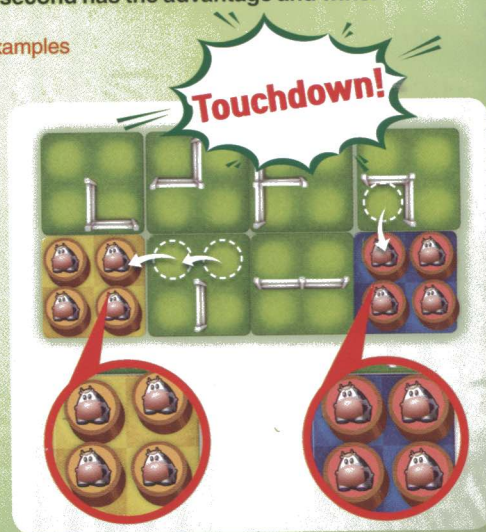


IV. Game End and Winning

The goal of the game is to be the first team to move all its 8 animal tokens into the other team's starting corners. When a team achieves its goal, it must shout "**Touchdown!**".

- 1** If the team that started second (the one without the First Player marker) achieves their goal first, **the game ends immediately and that team wins the game.**
- 2** If the first team (the one with the First Player marker) reaches their goal first, **record how many movement points were used** in that final turn.
 - Then the next player from the second team gets a final turn.
 - If the second team is not able to achieve their goal, then the first team wins the game.
 - If the second team reaches its goal too, then **the team that has used the fewest movement points in that last and final turn wins the game.** In case of a tie on the number of movement points used, **the team that started second has the advantage and wins.**

Note For further clarification, please see the various examples of the winning conditions for 2 players.



LESS[®]
www.less-game.com



Credits

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